Lianxun (Jasmine) WANG.

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EDUCATION

University of Pennsylvania

User Experience Designer

Sep. 2021 - expected May. 2025

Bachelor of Fine Art Psychology Minor **Digital Humanities Minor**

Google UX Design Certificate

Mar.2023

SKILLS

User Research Rapid Prototyping Wireframing Information Architecture **Usability Testing** Design System

Interaction Design Service Design Graphic Design **Product Design**

Front-end Coding 3D Modeling Branding

TOOLS

Figma Sketch Adobe CC (Ps, Ai, Pr, Lr, Id) Cinema 4D Webflow Tableau Microsoft Office Suite HTML, CSS Java Python

WORK EXPERIENCE

UI/UX Designer, Clocky LLC

Los Angeles, CA | May. 2023 - present

Directly worked with the company's CEO to deliver a comprehensive website redesign, adding 6 new features and optimizing the user flow.

- Research: Conducted extensive research on 20+ case studies, analyzing recurring patterns in web architecture.
- Visual Design: Improved the conversion rate by restructuring the visual hierarchy and expanding merchandise showcase. Elevated the brand's visual identity by enhancing the **UI aesthetics** and refining the **design system**.

Designer, Ergeng Network Technology Co Ltd.

Hangzhou, China | June. 2023 - Aug. 2023

Collaborated with the creative director to create 50+ branding visual contents.

- Visual Design: Designed compelling visual contents for live shows with 10k+ online viewers, and 10+ graphics for the company's social account.
- Branding: Conceptualized and developed the brand mascot, encapsulating the core essence of brand identity.

Curator, Penn Museum

Philadelphia, PA | Sept. 2023 - present

Led a team of 3 to design, structure, and curate visual and narrative elements to ensure alignment with the cultural and historical significance.

PROJECTS

Design Lead, MyKitchenPal

An Al-powered digital food cabinet with personalized nutritional advice and recipe recommendations

- Strategic Design: Formulated unique value propositions through market data analysis, narrowing proposed solutions down to 3 core features.
- Interactive Prototyping: Rapidly prototyped 40+ interfaces and 2-3 complete clickable user flow within various scenarios in 10 hours, receiving an average System Usability Scale (SUS) score of 18.2 out of 20.

Design Lead, CollabCube

A team management web application for college students to connect with credible teammates by incorporating credibility system

- Design and Development: Spearheaded a cross-country collaboration to develop the MVP of CollabCube, conducting 3 rounds of user research and gathering 70+ quantitative and 15+ qualitative data points.
- Iterating and Testing: Extracted 4 key insights from usability test, resulting in 3 strategic enhancements which increased the SUS score by 11.9%.

UI/UX Designer, The Signal

A project showcase website for The Signal @Penn.

• Interaction design: Redesigned the club website, enriching the web experience by refining visual languages and interactive features.